

FIG. 1

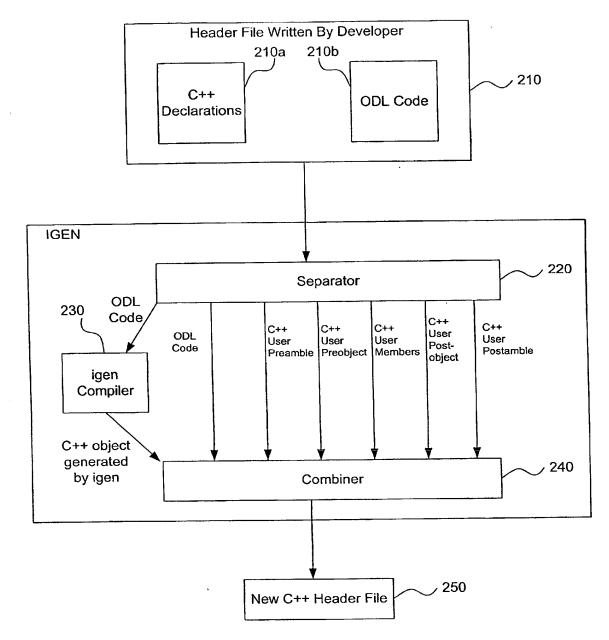


FIG. 2

Header File 210

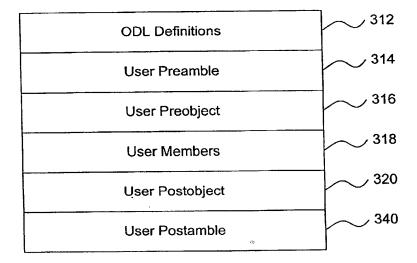


FIG. 3

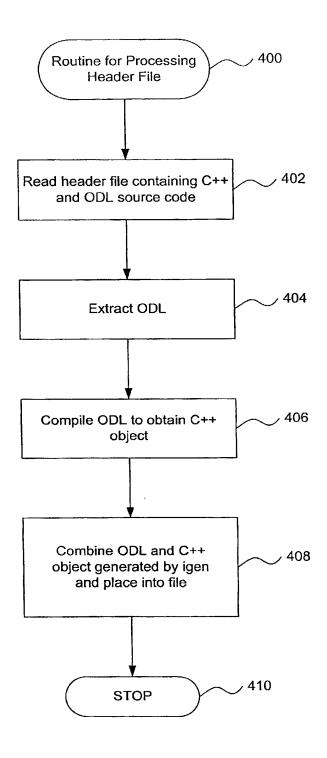


FIG. 4

ODL Code / Corresponding C++ Code 500

```
(Object Dude
  (field x (type igInt))
  (field y (type igFloat))
  (value 3.1)
)
```

FIG. 5